COLOSSAL ADVENTURE CLUES

. How to use these clues

Listed below are most of the things, interesting locations and main puzzles in Colossal Adventure. Look down the list to locate what you want to know about and then turn to the entries indicated by the bracketed numbers to find out more about it. Of course, when you do turn to an entry you may find that it gives a short clue and you have to turn to yet more entries if you want to know the full story.

Warnings

Try to only read the clue entries that you are actually directed to. Otherwise you may acidentally see solutions to problems that you've not yet reached in the game. A few red herrings have been mixed in with the real clues to reduce the risk of this - you won't be referred to them if you use this clue sheet properly, but reading random entries can be misleading!

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Things

- Axe: where it is (210), details (184).
- Bars of Silver: where they are (220), details (144).
- Beans: where they are (135), details (190).
- Bear: where it is (233), details (202).
- Bird: where it is (286), details (260).
- Bottle: where it is (200), details (287).
- Bunch of Keys: where it is (200), details (236).
- Cage: where it is (182), details (197).
- Canoe: where it is (135), details (190).
- Carpet: where it is (261), details (156).
- Chain: where it is (289), details (315).
- Chair: where it is (141), details (174).
- Chest: where it is (167), details (144).
- Clam: where it is (234), details (290).
- Coins: where they are (231), details (225)
- Crown: where it is (136), details (180)
- Cup: where it is (135), details (135)
- Diamonds: where they are (147), details (169)
- Dragon: where it is (262), details (156)
- Dwarf/Dwarves: location (133), details (301)
- Dungeon Door: where it is (300), details (142)
- Dynamite: where it is (209), details (132)
- Eggs: where they are (235), details (188)
- Elixir of Life: where it is (155), details (219).
- Elves: where they are (138), details (304).
- Emerald: where it is (303), details (169).
- Fish: where it is (135), details (273).
- Food: where it is (228), details (202).
- Gold Nugget: where it is (211), details (159).
- Grate: where it is (73), details (221). Hat: where it is (135), details (174).
- Jewelry: where it is (193), details (169).
- 34. Keys: where they are (200), details (236).
- Lamp: where it is (200), details (305).
- Magazine: where it is (183), details (263).
- Mirror: where it is (237), details (244).
- Nugget of Gold: where it is (238), details (159).
- Orb: where it is (136), details (180).
- Orc: where it is (141), details (239). Paddle: where it is (149), details (273).
- Pearl: where it is (173), details (144).
- Pentacle: where it is (155), details (194).
- Pillow: where it is (266), details (206).
- Pirate: where he is (196), details (201).
- Pirate's Chest: where it is (167), details (144).
- Plant: where it is (151), details (140).
- Platinum Pyramid: where it is (154), details (169).
- Rockfall: where it is (205), details (205).
- Rod: where it is (170), details (139).
- Rug: where it is (261), details (156).
- Sceptre: where it is (136), details (180). Shadowy Figure: where s/he is (267), details (244).
- Sharp Sand: where it is (135), details (190).
- Skeletons: where they are (130), details (219).
- Snake: where it is (214), details (137). Spelunker's Gazette: where it is (240), details (157).
- Spices: where they are (168), details (169).
- Spider: where it is (136), details (230).
- Table: where it is (141), details (174).
- 61. Treasure Chest: where it is (167), details (144). Trident: where it is (208), details (268).
- Troll: where it is (172), details (284).
- Vase: where it is (176), details (206).
- Vending Machine: where it is (297), details (242).

Locations

- Alcove by narrow passage: location (243), details (131).
- 67. Barren Room with Bear: Location (218), details (202).
- Bedguilt: location (143), details (148). Below Deck: location (135), details (149).
- Building: location (179), details (198).
- Danger Room: location (135), details (190).
- Debris Room: location (207), details (226). Depression with Grate: location (177), details (221).
- Dark Room: location (232), details (186).
- "Different" Maze: location (192), details (297).
- Dungeon Chambers: location (213), details (304).
- Dungeon Corridor: location (291), details (223).
- East Bank of Hall of Mists Chasm: location (166), details (139). East Pit (Two-pit Room): location (181), details (203).
- Game Room: location (174), details (141).
- Giant Room: location (178), details (175). Hall of Mists: location (185), details (186).

- Hall of the Mountain Kings: location (158), details (195).
- Hard Rock: location (135), details (171).
- Hilltop Below Pinnacle: location (146), details (212).
- Lava Chasm: location (224), details (139).
- Maze of "Different" Passages: location (294), details (297).
- Maze of "Same" Passages: location (293), details (145). Maze of Stone Passages: location (295), details (223).
- Mirror Canyon: location (227), details (244).
- Orange Column in Maze: location (134), details (167).
- Oriental Room: location (150), details (186). Picnic Spot: location (187), details (276).
- Pinnacle: location (316), details (316).
- Plover Room: location (245), details (282).
- Room of Roots: location (141), details (190).
- Santa's Grotto: location (199), details (164).
- Soft Room: location (204), details (271).
- Spiral Stairs: location (272), details (296). Stairs outside Dungeon: location (272), details (306).
- Swiss Cheese Room: location (163), details (280).
- Throne Room: location (273), details (141).
- Tiny Room: location (141), details (273).
- Top of Pinnancle: location (277), details (230).
- Troll Bridge: location (308), details (284).
- Two Pit Room: location (246), details (299).
- Underground Stream: location (274), details (278).
- Volcano: location (251), details (251).
- Web Cavern: location (162), details (247).
- West Bank of Hall of Mists Chasm: location (248), details (139).
- West End of Hall of Mists: location (275), details (153).
- West End of Long Passage: location (248), details (275).
- West Pit (Two-pit Room): location (181), details (160).
- Window at Pit: location (249), details (244).
- Witt's End: location (152), details (250). Y2: location (252), details (279).

Other Clues

- Entering the caves (161).
- Bypassing the snake (137). 118.
- Finishing the first part of the game (310).
- Finishing the endgame (317). All the Treasures (285).
- All the magic words (253).
- Scoring (298).
- Answers
- In the dead end, east and north from the Dungeon Corridor. The passage east is very narrow so you can't carry much through it. The emerald is the only object small enough.
- It explodes when you enter BLAST. For more information see (165).
- They appear randomly when you're in the main cave network.
- 134. S, E, S, S, S, N, E from the West End of the Hall of Mists.
- Not in this game!
- In Web Cavern, in the end game.
- Free the bird from the cage to chase the Snake off.
- In the Dungeon Chambers, in the end game, There are 2 groups.
- Waving the rod creates/destroys a bridge.
- Water it. For more information see (215). It does not exist.
- Lock it from the outside for protection.
- N, D, W, D, W from the Hall of the Mountain Kings.
- Just a valuable treasure.
- The Pirate's Chest is hidden here. See (167). East and up repeatedly from the Depression.
- On the West Bank of Hall of Mists Chasm.
- Movement east and west is normal. Other directions move you to random locations in the caves nearby.
- It protects you from the orcs.
- NE from the Swiss Cheese Room.
- In the West Pit of Two-pit Room.
- East repeatedly from Bedquilt.
- South from here takes you into the "Different" Maze. See (309). In the Dark Room.

At the bottom of the Spiral Stairs in the end game.

- Attack the Dragon with your bare hands to get the Rug.
- Leave it somewhere for a bonus. See (115). 157. Down from the Hall of Mists.
- A very heavy treasure with no other use. See (216) for how to get it out of the caves.
- Do something to the plant. See (140).
- Find the Grate and enter through it. See (177) for where it is and (221) for more information. East from the Stairs in the end game, about 4 locations above the
- West from Bedguilt.
- Where the fairies make toys. 164.

Dungeon Door.

Don't climb the web until you're got rid of the Spider, see (230). Don't hold it, or stand beside it, when this happens. For more information see (254). West of the East bank. 248. West from the main part of the Hall of Mists. 166. There are actually two of these. The main one is west of Y2. 249. The Pirate's Treasure Chest is near the Orange Column in the 167. Leave something here for a bonus, see (57). Move south 'Same' Maze. For more information see (229). repeatedly to leave. Some way from the Troll Bridge, roughly northeast from it. Scenery at the extreme north of the "world". It can't be passed. Just a valuable treasure. 169. 252. North twice from the Hall of the Mountain Kings. In the Debris Room. XYZZY, PLUGH and see (264) for more. A propoganda exercise. Drop it beside the sleeping dwarves and retreat southwest, first. Under the Troll Bridge. Try crossing it. Having filled the bottle, use it to oil the Giant Room Gate. 173. In the clam (east and north from Bedquilt). If you can't open it, see The rod frightens it off. Don't carry this when you're trying to catch (189).It does not exist. 174. If you were to pay the troll with it, and then use its 'power'... The room is nothing special. However it has a link with the eggs, Climb it. 258. see (217), and the gate is difficult to open, see (255). It only appears when the pirate has robbed you, and his loot is 259. In the Oriental Room. beside it. Follow the valley south from outside the building. Take it to the Snake. See (9) and (137). 260. Reached from the West Pit (Two-pit Room) by climbing the plant. Under the dragon, SW and W of the Hall of the Mountain Kings. 261. East from where you start. On the rug, SW and W of the Hall of the Mountain Kings. 263. Leave it somewhere for a bonus, see (115). One of the Elves' Crown Jewels. A treasure. Down from the Two-pit Room, west of the Swiss Cheese Room. FEE, FIE, FOE, FOO and see (281) for more. In the cobble crawl passage, in and west from the Grate. ABRA, CADABRA and SESAME. 265. In the anteroom, east and east again from Bedquilt. In the Soft Room. 266. Throw it at the evil dwarves to get rid of them in the first part of the Visible from the Window at the Pit. game. A treasure with another function, see (290). West repeatedly and down from the Debris Room. It protects you from ghosts. 269. 186. Just an ordinary room. Unlock the bear with the Keys. Then see (311). East and south repeatedly from the Building. The vase can be dropped here, though there's not much point in They are a treasure with a special feature. See (217). West from the Lava chasm in the end game. The Trident is needed. It is no help at all. 190. Never heard of it! Above Web Cavern. Feeds into the Reservoir. Do not touch it! 191 South from here takes you into the "Different". Maze. South from the West End of the Long Passage. South of the Hall of the Mountain Kings. Don't drop litter! 276. It only allows you to see if your lamp is off. There's another use, Above the Spiral Stairs. too, see (230). Follow it west to emerge safe by the Reservoir. You can get rid of the snake if you try. See (137). Say PLUGH here to return to the building. See (283) as well. If you are carrying any treasure in the caves, he may appear to rob The exits NW and S only let you pass some of the time. 280. PLOVER is the last one. They all work if you say them in the right 281. It is needed for you to catch the bird. If the bird keeps flying away, 197 way and, for some, in the right place. see (256). Say a magic word here. 282. Where you should leave treasures to get full points for them. Some The magic word mentioned in (281) works too! 283. magic words work here. Normally, you lose a treasure to the troll in payment for crossing. 284. Greenland, I'm told. Give one to him. To cross NE without paying see (319) and to In the building. return free see (311). When the pirate has robbed you, see (196), he takes the loot to his There are 15 in the first part of the game. See (302) for details. 285. treasure chest in the maze. See (167). In and repeatedly west from the Grate, in a splendid chamber. 286. Feed the sandwiches to the bear to pacify him. Then see (270). It can be filled with liquids. See (215) and (79). 287. Fill the bottle with oil. Then see (255). The rod frightens it. You can open it, if you know how. See (312). 288. East of the Swiss Cheese Room. Restraining the bear. 289 There are many rockfalls. All of them are impassible. The trident allows you to open the clam. If lying on the ground, the pillow protects the vase when you drop Between the "Stone" Maze and the Dungeon Door. 291. The rod frightens it. 292. In, west and west from the Grate. South from the West End of the Hall of Mists. Beyond the gate north of the Giant Room: See (255) to open the South from the West End of the Long Passage. At the top of the ladder in the end game. In the Colossal Cavern at the start of the end game. 295. They climb from the pit to the Top of the Pinnacle. The first dwarf throws it at you. Keep it! 296. 210. The "Different" Maze holds the Vending Machine. See (309) to South of the Hall of Mists. 297. find it. It really is unclimable. You reach the top in the end game. You score 30, minus 10 per death, plus 30 for reaching the Hall of 298. North and South of the Dungeon Corridor in the end game. Mists, plus 50 for reaching the end game. 5 points for finding each In the Hall of the Mountain Kings. treasure, plus 10 for owning or collecting it – the crown jewels The bottle can be filled at the River, Reservoir etc. Water the plant count 50 each, though. There are also bonusses of 9 for not using twice to make it grow. Then see (258). Quit, and 1 for not using Save – and 5 for leaving the right object in the right place. 20 for exploding the dynamite, 80 for killing the evil Go to Y2 and say PLUGH. dwarves, 100 for surviving the blast, 100 for each group of elves The eggs return to the Giant Room when you say FEE (return), FIE 217. rescued and 100 for finishing the game. A total of 1100. (return), FOE (return), and finally FOO. See (257) for how to use Try going down into the pits. 299. Between the stairs and the Dungeon. 300. Across the troll bridge, east to the fork and down repeatedly. Then 218. Wandering dwarves are always hostile. Either run away (they won't follow outside the central part of the caves) or throw the axe Drop the Elixir of Life on the Skeletons in the end game. at them. Let sleeping dwarves lie. South of Y2, north of the Hall of the Mountain Kings. The first five are: a gold nugget, bars of silver, jewelry, diamonds Unlock the grate with the key from the Building. Then enter. 221 and the emerald. See (307) for more. You can catch it in the cage. If it flies away, see (292). It's quite 303. In the Plover Room. useful, see (137). Unlock the live elves with the key. To save the skeleton elves, see From the top of the ladder in the Maze of Stone Passages, move east and down before heading west. Light the lamp to see in darkness, and turn it off in light to save 305. West of the Dungeon Corridor in the end game. batteries. It is just possible to finish without needing new batteries, They are a treasure, and also have a use. See (242). but if you do need them see (242). Saying XYZZY returns you to the building. The dungeon door is here. See (142). 306. West, up and north from west Two-pit Room. Platinum pyramid, gold eggs, ming vase, trident, pearl, and see At the Picnic Spot in the Forest. (313).A diagonal move (eg. SW) is needed to reach it. See (259) as well. From the Oriental Room, west, southwest, north. 308. When the Spider is staring at the pentacle, throw it off the From the West End of the Long Passage, S, Climb, at Vending pinnacle. Machine, N, Up, out again. 231 Down the well in the Building. Collect all the treasures (see 121) and the endgame will start Northeast from the Plover Room. automatically. 232. Take the bear and throw it at the troll. 233. In the Barren Room. Use the trident. 312. East and North from Bedguilt. 234. Coins, chain, rug, pirate's chest, and spices - plus the 3 elvish In the Giant Room. 235. crown jewels in the end game. Unlocks things. See (221) and (270). 236. Use the aqualung. In Mirror Canyon. It locks up the bear, but it is very valuable - one of the treasures. In the low room, south of the Hall of Mists. 238. It rises from a hilltop and is totally unclimbable – though the Leave it strictly alone! 239. endgame involves visiting the top via a central spiral staircase. West twice from Bedguilt. 240. Use the dynamite to blast the evil dwarves, escape the flood via 241 It is a treasure. the maze of stone passages, rescue all three groups of elves, into When you drop coins beside the vending machine, it replaces your Web Cavern and dispose of the spider, up the web with the crown lamp batteries. See (297) for the location. jewels and out of the cave. North and West of the Oriental Room. Smash the vase. 318. The mirror is just there to confuse you by showing your shadowy 319. Give the gold eggs. reflection at the Window onto the Pit. Jump through the window. 320. East of the Alcove, through a narrow crack. 245. West of the Swiss Cheese Room. 246.